



Players: 3-6 players, ages 5+

Goal: To win the most cards by facing off with other players.

Game duration: One round lasts about 20 minutes.

Decks: Each deck has 48 Image Cards (displaying two identical black & white images and a colored symbol) and 6 Wild Cards (displaying two colored symbols).

HOW TO PLAY

ANOMIA Kids™ is simple. The easiest way to learn is by playing. **IMPORTANT! Read the following directions out loud as you begin to play.** In other words, read #1 below and then do what it says, then read #2 and do what it says, etc. Playing as you read the directions will greatly simplify the learning process.

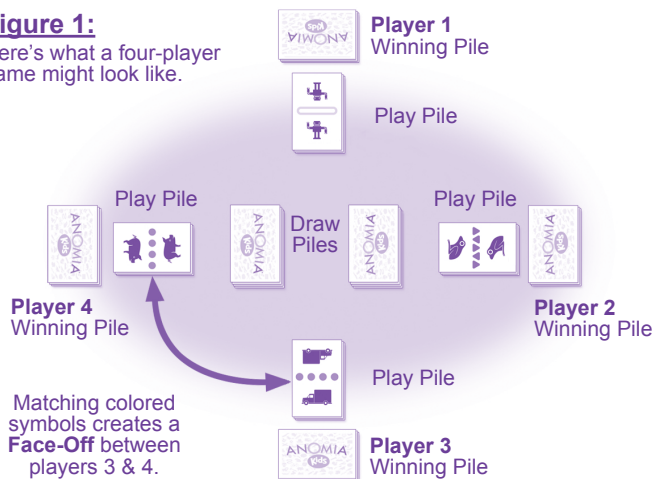
1. The Draw Piles: Grab a deck and shuffle well. Make sure the 6 Wild Cards are evenly spread throughout the deck. Split the shuffled cards into two piles, and place them within reach of all players. These are the **Draw Piles**.

2. Play Begins: The shuffler takes the first turn. He or she draws a card from either pile and quickly flips it face-up in front of themselves for all to see. Notice that the card displays a black & white image and a colored symbol. (If any Wild Cards are drawn in the next few steps, set them aside and draw again. We'll get to Wild Cards in #7, below.)

3. Play Piles: One at a time, players continue drawing cards from either Draw Pile, in clockwise order, until the colored symbols on two players' cards match. If you draw a card and there is no symbol match, the next player draws. Note: You should only have one face-up card showing at a time. If it's your turn and you already have a card in play, flip the new card on top of your existing card. This pile of cards is your **Play Pile**. (See "Play Piles" in Figure 1, below.)

Figure 1:

Here's what a four-player game might look like.



4. Face-Offs & Winning Piles: When the colored symbols on two players' cards match, the matching players must Face-Off with one another. This is the heart of the game. A Face-Off consists of giving a correct example of a word that starts with the same sound as the black and white image on your opponent's card. For example, if your opponent's card displays a RABBIT, you could answer with "Robot" or "Ridiculous!" (For more, see "Correct Answers," below.)

The player who *finishes* blurting out a correct answer first wins the Face-Off. The winner takes the loser's top card and places it, face-down, in their separate Winning Pile. The winner's top card stays on top of their Play Pile. (See "Face-Off between players 3 & 4" in Figure 1.)

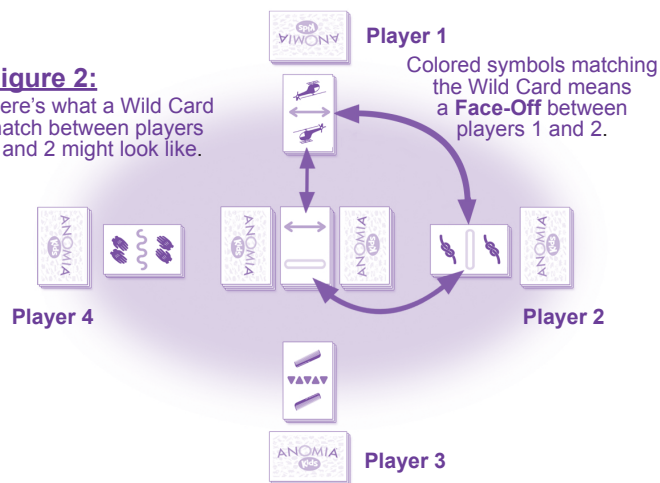
5. Revealed Matches & Cascades: After a Face-Off, the loser's Play Pile may now reveal a new top card. Watch out! A new colored symbol match (and Face-Off) may now occur between the loser and another player! Drawing must not resume until all possible Face-Offs have been resolved. Please note, play is structured so that there can be only one Face-Off at a time, though there may be many in quick succession. This is called a *Cascade*.

6. After a Face-Off/Cascade: Drawing continues with the next player in the clockwise drawing sequence. You may find it helpful to pass a small token around to indicate whose turn it is. A salt shaker or coin will do nicely.

7. Wild Cards: A Face-Off can also be caused by a Wild Card. If you draw a Wild Card, place it face-up between the Draw Piles. A Wild Card displays two different colored symbols. If those two symbols are in play (i.e., if they appear on the tops of any two players' Play Piles) then those two players must Face-Off. (See Figure 2, below.)

Figure 2:

Here's what a Wild Card match between players 1 and 2 might look like.



(Wild Cards, continued) Only one Wild Card can be in play at a time. It will remain in play until it gets covered by a new Wild Card. If you draw a Wild Card, you get to draw again, but only after all possible Face-Offs have been played.

8. Three Ways to Match: Going forward, all players must constantly look out for Face-Offs caused by (1) drawn matches, (2) revealed matches/cascades, and (3) Wild Card matches.

9. The End: When the Draw Piles are depleted, the person with the most cards in their Winning Pile wins the round. You can play another round with the same deck, or use another deck in the box to play with a whole new set of cards. Each deck is unique.

A few more IMPORTANT things...

Correct Answers: A correct answer is any word that starts with the SAME SOUND (not necessarily the same letter or letters) as the image on your opponent's card. For example, if your opponent's card displays a BALLOON, then some winning answers might be "Boy," "Brother," or "Bubble."

If your opponent's card shows a CLOCK, then appropriate answers could be "Click," "Kangaroo," or "Candy." Note that the winning examples here don't have to start with the CL sound, just the hard C sound.

For words beginning with a compound sound, like CHICKEN, where the starting sound cannot be broken down into individual letters, then the answer must begin with "CH." In this case, correct answers could be "Church," "Change," or "Chilly."

If your opponent's card displays a FORK, then some winning answers could be "Phone," "Frank," or "Farm."

Sometimes players come up with different interpretations of the image on the card. For instance, the RABBIT card could be interpreted as "BUNNY," "RABBIT," or "HARE." All of these interpretations are acceptable as long as players use the appropriate starting sounds during a Face-Off.

Proper nouns, numbers, hyphenated or compound words, and foreign-language words are all acceptable. Fictional words (words related to a specific work of fiction such as book, a TV show, etc.) are also acceptable. The emphasis here should always be on starting sounds and, of course, FUN!

Card-Flipping: Flip your card quickly! Make sure all players can see its face at the same time. You may not peek at your card, and you must keep your hands out of the way. We suggest grasping the card from the far edge and quickly flipping it back toward you.

A note to adults: Good card-flipping technique can be a challenge for young kids. You may want to draw and flip cards for anyone who needs help.

Unnoticed Face-Offs: If there is a match on the table, but the matching players do not notice it, another player may prompt them to look more closely. Urgent murmuring usually does the trick. Poking can be helpful too. Remember, drawing cannot proceed until all possible Face-Offs have been played.

Repeats: The group may determine whether the "no repeat" rule is in effect for a round. It's fun to play either way, but it's harder when you are not allowed to repeat answers that have already been used. If you opt for the "no repeat" rule, then once an example is uttered, whether in play or in conversation, it may NOT be used to win a Face-Off during that round. Again, keep the emphasis on fun!

Tie Breakers: If two players tie during a Face-Off, a third player will draw a card and flip it over for the two tied players. In this case, the two tied players are attempting to give an answer for the same card. The winner of the Tie-Breaker gets the loser's card from the initial Face-Off. The card(s) used for the Tie-Breaker get shuffled back into the Draw Piles. If the card drawn for a Tie-Breaker is a Wild Card, place it back into one of the Draw Piles and draw again.

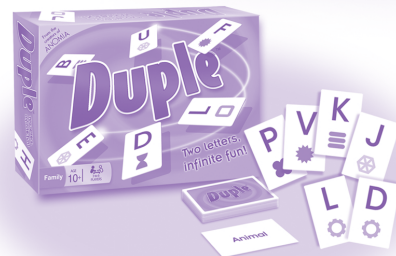
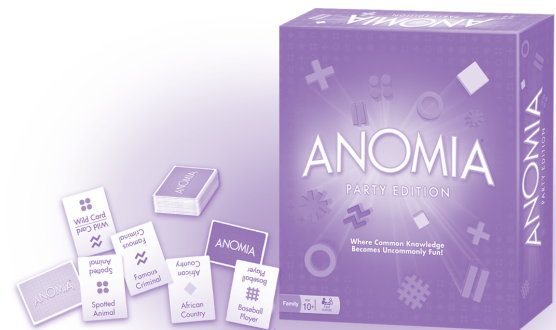
Two- or three-player games: We suggest having each player defend two Play Piles. This simulates a four- or six-player game, respectively.

Combining Decks & Adding Players: Decks may be combined if a longer game is desired. Even with combined decks, we don't recommend playing with more than six players, simply because more players mean more frequent Face-Offs, which prevents players from building up their Play Piles. If you do play with a larger group, expect more drawn matches and fewer revealed matches/cascades.

Foreign Languages: We've had great fun playing ANOMIA Kids in other languages and have even played in two or three languages at the same time!

Other Ways to Play: You can use ANOMIA Kids cards in a variety of other ways. 1) Have kids simply name the starting sound of the image. 2) Have the kids think of a word that rhymes with the image on the card. 3) Have kids think of first names or animals (or some other specific category) for all their answers. 4) Have kids name something related to the image. (If the card shows a chicken, they might say "Farm" or "Bird," etc.)

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